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# BLOOD BOWL®

## MAIL ORDER CATALOGUE



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Dear Head Coach,  
 Congratulations on your decision to take your team to the top! On the following pages you will find all the currently available Blood Bowl figures for all the teams of the Warhammer World. Whether you choose the graceful skill of the High Elves, the doughty toughness of the Dwarves or the sheer ferocity of the Orcs or one of the other races you'll find all you need at UK Mail Order. Call us for a free copy of our latest price list! Call 0115 91 40000.

## Da RoolzBoyz

When you play Blood Bowl, situations may arise which just don't seem to be covered in the rules. Don't panic, this happens to everyone. It really is impossible to write a rulebook that covers every interpretation of the rules and gaming situation so don't fall out with your mates over it! The first step is to re-read the section of the rules concerned. If this doesn't sort the problem out see if you and your opponent can agree a common sense solution at least until the end of the game. If you really can't agree then roll a dice to decide and get on with the game!

If you cannot sort the problem

out or need a more

permanent solution

you can contact the

Roolzboyz on

0115 91 40000 or

by post. Like

yourselves, the

Roolzboyz are

enthusiastic

gamers. However,

they do not write the

official rules so they'll be

happy to give you advice but their responses are not "official" and are not to be taken as binding for competition games or leagues.



## What Is Mail Order?

Games Workshop Mail Order is the best way to buy your Games Workshop products and Citadel Miniatures. The friendly Mail Order Trolls are on hand 18 hours a day to take your order and offer advice and help on all aspects of the Hobby - from painting tips to tactics for that unstoppable touchdown! We have the full range of available boxed sets, figures and painting and modelling supplies and because we're next door to the factory you're not limited to blister packs and box sets! We can get you anything you need!

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## DeathZone

The supplement to Blood Bowl, DeathZone contains over 100 new Special Play cards and new Team Lists for Goblin, Chaos, Undead, Wood Elf, Halfling and Chaos Dwarf teams, including background information and special rules plus 18 Star Player cards, to allow any coach to include some of these talented players within his team's ranks. You'll also find special rules allowing coaches to add Apothecaries and Wizards to their teams, to heal injured players or blast the opposition with devastating spells!

### Blood Bowl Leagues

DeathZone also provides advice and rules for setting up Blood Bowl Leagues! Compete against your friends for the ultimate honour of winning the Blood Bowl Trophy!

DeathZone available mid April 1998 - Call for details!

Trollz prefer to  
 joynz teamz wot  
 letz u2 fump people!



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# ORCLAND RAIDERS

Orcs have been playing Blood Bowl since the game was invented. In fact you could say the game's mix of low cunning and extreme violence was invented for Orcs! Orc teams are tough and hard-hitting, grinding down the opposition's line to create gaps for their excellent Orc Blitzers to exploit.

*The Orcland Raiders Team consists of 5 Lineman, 3 Blitzers, 1 Thrower and 2 Black Orc Blockers.*



VARAG GHOUL-CHEWER  
099901401



ORC LINEMAN 1  
099900307



ORC LINEMAN 2  
099900308



ORC LINEMAN 3  
099900309



ORC BLITZER 1  
099900303



ORC BLITZER 2  
099900304



ORC BLITZER 3  
099900305



ORC THROWER  
099900308



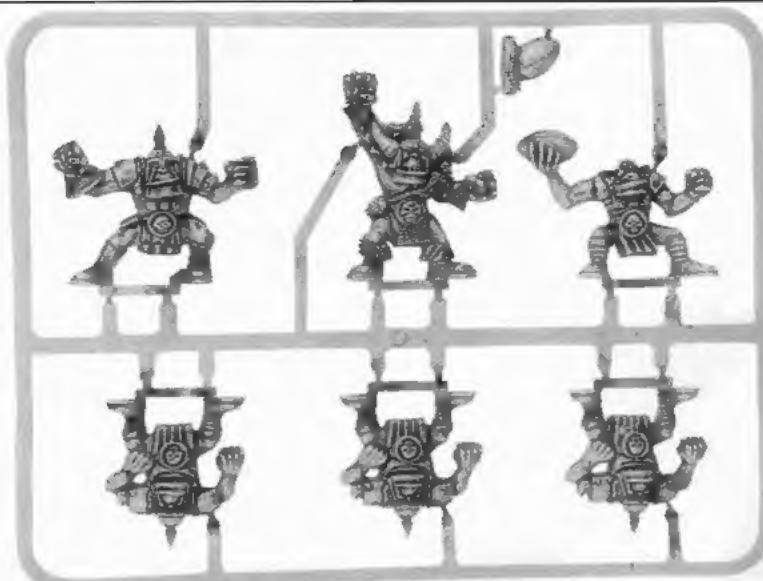
ORC BLOCKER 1  
099900301



ORC BLOCKER 2  
099900302

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ORC BLOOD BOWL TEAM SPRUE (SHOWN AT 90% OF ACTUAL SIZE)

## REIKLAND REAVERS

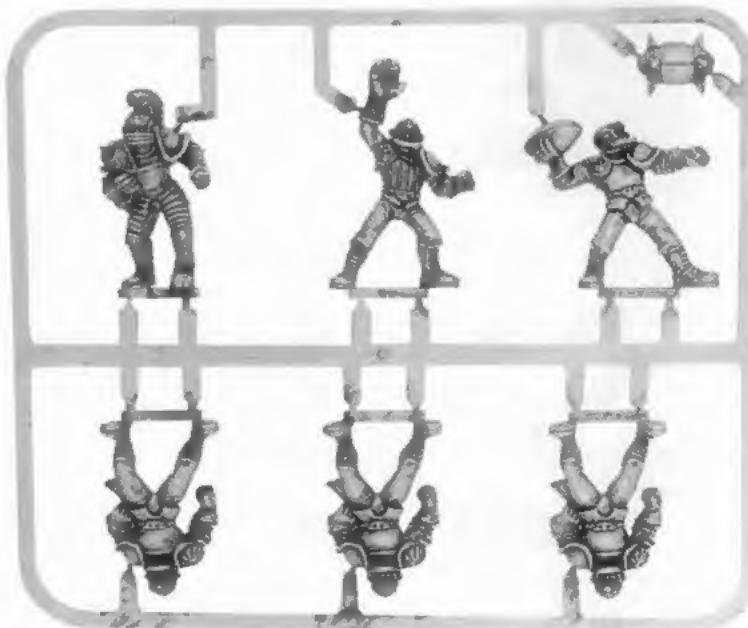
Humans make great all round Blood Bowl players - not as tough and hard hitting as Orcs but far better at throwing and catching, not as agile as Elven players but physically stronger and greater tacticians.



GRIFF OBERWALD  
099900701



THE MIGHTY ZUG  
099901301



HUMAN BLOOD BOWL TEAM SPRUE (SHOWN AT 90% OF ACTUAL SIZE)

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# CHAOS ALL-STARS

Chaos teams are not noted for the subtlety or originality of their game play. A simple drive up the centre of the field, maiming and injuring as many opposing players as possible, is about the limit of their game plan. Their motto is usually "Never mind the ball - get on with the game!". They rarely, if ever, worry about the minor considerations like scoring touchdowns - not whilst there are any players left alive in the opposing team, anyway!

*The Chaos All-Stars team consists of 8 Beastmen & 3 Chaos Warriors.*



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# ATHELORN AVENGERS

For Wood Elves the 'bomb' pass is everything, even more so than their High Elf cousins and all their effort goes into being an expert at throwing and receiving. They rely on their natural agility to keep them out of trouble, which is normally enough - it takes a very agile or lucky opponent to lay a hand on a Wood Elf!

**The Athelorn Avengers team consists of 7 Linemen,  
1 Thrower, 2 Catchers and 2 Wardancers.**

**STAR  
PLAYER!**



JORDELL FRESHBREEZE  
099902901



WOOD ELF LINEMAN 1  
099901201



WOOD ELF LINEMAN 2  
099901202



WOOD ELF THROWER  
099901203



WOOD ELF CATCHER 1  
099901204



WOOD ELF CATCHER 2  
099901205



WARDANCER 1  
099901206



WARDANCER 2  
099901207

# GALADRIETH GLADIATORS

**STAR  
PLAYER!**

Skilled in the extreme, High Elves rely on the accuracy of their Phoenix Warriors and the icy calm of their Lion Warriors. The unglamorous Linemen simply hold off the other sides more homicidal players until the pass is thrown - and they're mighty annoyed if this takes too long!

**The Galadrieth Gladiators team consists of 7 Linemen,  
1 Phoenix Warrior, 2 Lion and 2 Dragon Warriors.**



PRINCE MORANIAN  
099901701



HIGH ELF LINEMAN 1  
099900101



HIGH ELF LINEMAN 2  
099900102



HIGH ELF LINEMAN 3  
099900103



HIGH ELF LINEMAN 4  
099900104

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PHOENIX WARRIOR  
099900105DRAGON WARRIOR 1  
099900106DRAGON WARRIOR 2  
099900108LION WARRIOR 1  
099900109LION WARRIOR 2  
099900107

## NAGGAROTH NIGHTMARES

Dark Elves are generally quite superb players, combining agility and amazing athletic ability with an evil temperament. Although best suited to the passing game, sheer spite means the Dark Elves enjoy the running game and the opportunity for violence!

*The Naggaroth Nightmares team consists of 7 Linemen, 1 Thrower, 2 Blitzers and 2 Witch Elves.*

STAR  
PLAYER!

HORKON HEARTTRIPPER  
099901601DARK ELF THROWER  
099900201DARK ELF BLITZER 1  
099900202DARK ELF BLITZER 2  
099900202WITCH ELF 1  
099900204WITCH ELF 2  
099900205DARK ELF LINEMAN 1  
099900206DARK ELF LINEMAN 2  
099900207DARK ELF LINEMAN 3  
099900208

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# CHAMPIONS OF DEATH

In the Warhammer World the dead do not rest easy. On the Blood Bowl field players who died long ago return to the scenes of their former glory to play the game once again!

*The Champions of Death team consists of 3 Skeletons, 3 Zombies, 2 Ghouls, 2 Wights and 2 Mummies.*

**STAR  
PLAYER!**



COUNT LUTHOR VON  
DRAKENBURG  
099901501



GHoul 1  
099901001



GHoul 2  
099901002



SKELETON 1  
099901003



SKELETON 2  
099901004



ZOMBIE 1  
099901005



ZOMBIE 2  
099901006



MUMMY 1  
099901007



MUMMY 2  
099901008



WIGHT 1  
099901009



WIGHT 2  
099901010

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# SKAVENBLIGHT SCRAMBLERS

They may not be all that strong, they certainly aren't tough but boy are Skaven fast! Many an opponent has been left looking very silly as fast-moving Skaven players scamper through a gap in the line and run in a lightning fast touchdown!

*The Skavenblight Scramblers team consists of 7 Linemen, 2 Storm Vermin, 1 Thrower and 2 Gutter Runners.*



HAKFLEM SKUTTLEPIKE  
099903201



SKAVEN LINEMAN 1  
099900401



SKAVEN LINEMAN 2  
099900403



SKAVEN LINEMAN 3  
099900402



GUTTER RUNNER 1  
099900404



GUTTER RUNNER 2  
099900405



SKAVEN THROWER  
099900406



STORMVERMIN 1  
099900407



STORMVERMIN 2  
099900408



SKAVEN MUTANT  
WITH EXTRA ARM  
099902702



SKAVEN MUTANT  
WITH CLAW  
099902703



SKAVEN MUTANT  
WITH BIG HAND  
099902704



SKAVEN MUTANT  
WITH LONG LEGS  
099902705

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# GRUDGEBEARERS

Dwarfs seem to be ideal Blood Bowl players, being short, tough, well - armoured and having this stubborn knack of refusing to die! Most successful Dwarf teams work on the principle that if they take out all the other teams potential scorers and wear down the rest then there won't be anybody left to stop them scoring!

*The GrudgeBearers team consists of 6 Longbeards, 2 Runners, 2 Blitzers and 2 Troll Slayers.*



GRIM IRONJAW  
099901801



DWARF LONG BEARD 1  
099900501



DWARF LONG BEARD 2  
099900502



DWARF LONG BEARD 3  
099900503



DWARF RUNNER 1  
099900504



DWARF RUNNER 2  
099900507



DWARF BLITZER 1  
099900505



DWARF BLITZER 2  
099900506



TROLLSLAYER 1  
099900508



TROLLSLAYER 2  
099900509



DWARF DEATH ROLLER



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# ZHARR-NAGGRUND ZIGGURATS

Chaos Dwarfs are the evil-tainted descendants of ancient Dwarf migrations, viciously affected by the warpng forces of Chaos. They still love playing Blood Bowl though! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves throughout society, including on the field.

*The Zharr-Naggrund Ziggurats team consists of 8 Hobgoblins and 4 Chaos Dwarf Blockers.*



HTHARK THE UNSTOPPABLE



CHAOS DWARF  
BLUNDERBUSS  
02-1004-3

(This is just one of the range of Chaos Dwarf Blunderbuss miniatures available)



CHAOS DWARF BLOCKER 1  
09990330



CHAOS DWARF BLOCKER 2  
099903302



CHAOS DWARF BLOCKER 3  
099903303



CHAOS DWARF BLOCKER 4  
099903304



HOBGOBLIN 1  
099903409



HOBGOBLIN 2  
099903402



HOBGOBLIN 3  
099903401



HOBGOBLIN 4  
099903404

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# GREENFIELD GRASSHUGGERS

The technical deficiencies of Halflings are legendary. Too short to throw or catch, they run at half pace and the whole team could spend an afternoon attempting to block an Ogre without the slightest chance of success but they're still eager players. After all, if you can get half a dozen players in the End Zone and by some miracle manage to get the ball there is a chance that one or two of them won't be jelly by the time you throw the thing.



This is a Wurmhammer Woodell Treeman miniature used to represent Deeproot Strongbranch.

The Greenfield Grasshuggers team consists of 11 Halflings and Star Player Deeproot Strongbranch the Treeman.



HALFLING 1  
09992002



HALFLING 2  
09992001



HALFLING 3  
09992003



HALFLING 4  
09992005



HALFLING 5  
09992006



HALFLING 6  
09992004

# LOW DOWN RATS

A Goblin team's game plan owes much to the victory of hope over experience. Goblins can make quite good catchers because they are small and agile but the art of throwing is beyond their weedy arms whilst the chances of their blocking anything larger than a Halfling are somewhat remote. Still, this never seems to bother Goblin players who are happy to use a variety of particularly devious secret weapons which occasionally even allow them to win a game!

The Low Down Rats team consists of 11 Goblins and Star Player Ripper Bolgrot the Troll.



SCRAPPA SOREHEAD  
09990000



FUNGUS THE LOON  
09990201



BOMBER DRIBBLESHOT  
09990220



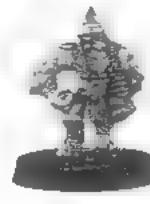
NOBBLA BLACKWART  
09990200



GOBLIN 1  
099902501



GOBLIN 2  
099902502



GOBLIN 3  
099902503



GOBLIN 4  
099902504



GOBLIN 5  
099902505

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# 'BIG GUY' STAR PLAYERS

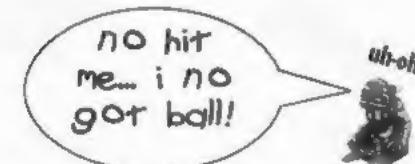
Star Players are the heroes of the Blood Bowl arena, the most resourceful and talented players in a team. These Big Guys are just TOO big to show on the team pages so they can scrap it out here! Each Star Player has his own set of special skills fully detailed in Blood Bowl and DeathZone.



GRASHNAK BLACKHOOF



HEADSPLITTER



MORG 'N' THORG



RIPPER BOLGROT

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# CLASSIC BLOOD BOWL LEGENDS

There are no official rules for these Star Players (designed for 2nd Edition Blood Bowl) but we thought you'd like to see them anyway. In the coming months, we hope the Citadel Journal will be producing some new rules for these great guys so give us a call on 0115 91 40000 for more details.



BARK FARBLAST  
073387/4



FLINT CHURNBLADE  
073387/11



ELDRIC SIDEWINDER  
073387/10



HOSHI KOMI  
073387/2



GREGOR MEISSAN  
073387/3



GREASER  
GEARGRINDER  
073387/12



UGROTH 'RIPPER'  
BOLGROT  
073387/18



TUERN REDVENOM  
073387/5



WILHELM CHANEY  
073387/17



FRANK 'N' STEIN  
073387/14

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TROLL  
COUNTY FOR  
DA KUP!



BILEROT VOMIT FLESH  
073498/3



DIETER HAMMERSLASH  
073387/6



DORJAK SURECLAW  
073498/4



DUKE LUTHOR  
VON HAWKFIRE  
073498/7



GALMEN GOREBLADE  
073498/8



LEWDGRIP WHIPARM  
073498/1



GLARGA FOULSTRIKE  
073387/16



WORMHOWL GRAYSCAR  
073498/5



WITHERGRASP  
DOUBLEDROOL  
073387/7



RASTA TAIL SPIKE  
073387/19

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